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The Editors take pleasure in dedicating this issue of the Journal to Miss Tatsuko Masubuchi, professional 5th degree master. Her inspiring visit to this country has been of tremendous help to everyone who has been privileged to play with her. We can hardly hope to convey to other readers any adequate impression of Miss Masubuchi's enchanting personality, but by devoting this issue to her games and comments we hope to share some of her teaching.

Miss Masubuchi had an initial advantage over most American players - her father was himself an amateur Shodan. Her first acquaintance with the game was probably made at the Go-club which he managed. "As the twig is bent..." - at the age of 12, young Miss Masubuchi decided to become a professional player, and started as a pupil of Honinbo Shugen. Our old friend Mr Fukuda was already a pupil of the same master, and thus a life-long friendship began. Miss Masubuchi confesses, however, that there were certain initial difficulties in this friendship. It seems that Fukuda San used to get very embarrassed and annoyed with little Tats'ko because she wept whenever he captured any of her pieces.

About a year later Honinbo Shugen retired, and Honinbo Shusai took his place. Miss Masubuchi continued her studies under Shusai, and in a couple more years was able to defeat her father. (It is an amusing facet of the paternal Go relationship in Japan that when the child becomes stronger than the parent, the father takes a handicap but continues to play with the white stones!)

Miss Masubuchi attained the rank of professional Shodan at the age of 18, Nidan at 23, Sandan at 26, Yodan at 38 and Godan in 1953, whereupon she retired from the hard grind of Nippon Kiin tournament life. The average Go master is a night-owl by preference



Miss Tatsuko Masubuchi, Godan

and habit, and one of the worst hardships of tournament season is the fact that games start at 9 in the morning - a player who is late loses by default. We shudder at the idea that a mistake on the Go board that early in the morning might jeopardize one's professional career!

These 25 years of hard work were crowned with growing status, however, and spiced with memorable incidents. For example, there was the time in 1933 when Honinbo Shusai began a series of games with professionals of the 1st, 2nd and 3rd degree, to continue until one of the juniors won a game. Miss Masubuchi remembers proudly that she stopped the tournament with a decisive victory after seven other players had lost. She was then Sandan, and played the master at two stones.

During these years Miss Masubuchi taught privately to augment the income

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received from public play. American Go players can testify to her marvelous teaching ability - another proof can be found in the fact that the 8th degree master Sakata spent five formative years (from 11 to 16) under her tutelage. [Sakata recently played a series of 6 games with Go Sei-gen. Taking Black two times out of three, he won four, tied one, and lost one. A pupil to be proud of!] Other professionals who started their careers in her classes are Mr Okubo (5th degree), Miss Takeda (2nd degree), Miss Shiratori, also Nidan, and Miss Kubomoto, Shodan. The majority of a master's private pupils are, of course, amateurs with no intention of making a career of the game. Although women players are relatively rare in Japan, just as in this country, Miss Masubuchi has always had a large proportion of girls among her pupils. (Miss Masubuchi estimates that there are less than 1000 women among the 5 to 8 million Japanese Go players.) American women who have studied under Miss Masubuchi during her stay here can easily understand her success in attracting girl pupils, knowing how encouraging she is to the depressed sex. She made it a special feature of her visit to kindle the enthusiasm of the ladies.

Immediately after her retirement Miss Masubuchi left Japan for Hawaii, in February 1953, where she stayed for four months. She was next invited to Los Angeles and spent two months there, visiting San Francisco on the side. She then came to New York for a visit which turned out to be two months - between her and New York it was love

at first sight, on both sides. As this is written she is leaving for a short visit to Chicago, after which it will be Los Angeles, Hawaii, and then home.

Miss Masubuchi's teaching methods followed the traditional pattern of playing a game without comment, then replaying it from memory with analysis. "Without comment" is not strictly true - she raised the level of weaker players considerably by her encouraging remarks, like "very good!" and her obvious hope that her opponent would find the right play. (The comments on games given in this issue were in general expanded from these after-play analyses during many patient hours spent going over the records with the Editors.) One New York innovation of which Miss Masubuchi seemed to approve was simultaneous games - three players at nine stones, or two at eight. This gave op-



Simultaneous games: Sensei playing Ben Kane, Rokuro Takahashi, Jack Schwartz. Onlookers Boris Kinsburg (seated) Koshi Takashima and Masaru Onoda.

portunity for participation by more players, and helped dispel the feeling of a weak player that he was wasting Sensei's time. ["Sensei" means teacher, and is an approved mode of address, more friendly than "Miss Masubuchi", yet not overly familiar.]

One of the delights of playing her, by the way, was the way in which she would solemnly make the most outrageous plays to win back a lost game - then look very pleased if the swindle didn't work - or hug herself and wink at the bystanders if it did! It helped to make one feel that a victory against her was a victory indeed. It also helped to drive home what all Go players know but sometimes forget - that winning or losing is not the most important thing - is sometimes almost a matter of luck (among amateurs) and that playing one's best is what really matters.

Sensei was agreeably surprised at the strength of American players. At her recommendation a number of changes in rating will be made - announcements in due course! It is not too soon to say that she found New York ratings about one stone more conservative than Los Angeles, with San Francisco midway between.

Shodan Diplomas Awarded

On October 4th, 1953 in Tokyo the degree of Shodan was given to Robert Gillooly by Nippon Kiin in recognition of his playing strength. At the same time Mr Gillooly received similar diplomas for transmittal to Mr Katsumi Nishiyama and Mr Yaichi Hayakawa. In honor of their many years of effort devoted to spreading the game of Go, degrees of Honorary Shodan were conferred on Karl Davis Robinson and Edward Lasker. These diplomas were presented in New York at the Marshall Chess Club on October 26th by Miss Masubuchi, acting on behalf of Nippon Kiin.

Seated: Karl Davis Robinson, Miss Masubuchi, Edward Lasker. Standing: Katsumi Nishiyama, Yaichi Hayakawa.



See what we mean by encouragement? This is the sort of smile that one got for making the right play in a difficult situation.

Time the Editors stopped their reminiscing, to leave room for some games in this issue. We can't stop, however, without again thanking Sensei for all that she did for us, and expressing a fervent hope for her speedy return!



MASUBUCHI - MATSUDA

White: Miss Tatsuko Masubuchi, Godan
Black: Mr Takao Matsuda 2 stones
Played in New York, October 4th, 1953.
Black resigns after °161

In our first game Mr Matsuda took 3 stones and won with ease. From then on we played at 2 stones, he winning one game and I two. Every game was a challenge of steel against steel!

It is quite incredible to me how Mr Matsuda developed into such a powerful player without professional training. He is without a doubt the strongest American player.

White	Black	White	Black
1 C15	P4	51 F7	H9
3 R3	Q3	53 C5	C4
5 R4	R7n	55 B5	B4
7 P5	O5	57 E2	D2
9 P6	O6n	59 J4	K4
11 P7	R10	61 K5	L4
13 O4	N4	63 J6n	B9n
15 O3	N3	65 R12n	R15n
17 Q4	N2	67 P12	P10
19 O2	D17	69 N12	N10
21 F16	D9n	71 M10	S12n
23 D16	E17	73 S13	S11
25 F17	E16	75 Q14	N11n
27 E15	B16	77 M11	M12
29 B15	B18n	79 N13n	L12n
31 C17	C16	81 M9	M14
33 D15	C18	83 M13	L13
35 F18	E18	85 L14	N14n
37 G14	O1	87 O14	K14
39 Q2	O17	89 L15	N15
41 F3	H3	91 K15	J13
43 D7	D3n	93 J14	K13
45 E5	D5	95 P16	P17
47 D6	F9	97 Q15	P15n
49 H4	J3n	99 R16	O16+

°6 R7. The correct Joseki is °6 P6, whence °R7, °K3.

°10 O6. B would have a strong position here if he simply connected at O4.

°22 D9. Correct. To play °D10 instead is not desirable because of the strong black formation on line N and O. °22 D10 would give W opportunity for a play at C16 which would simultaneously strengthen °C15 - °F16, and threaten

°D17 and °D10. In general, however, when B does not have the supporting wall mentioned, and when W has played C15 and F16 the correct continuation is as follows: °22 D15, °D16, °E16, °C16, °E17, °E15, °D14, °C17, °F17, °F15, °H17, °B13, °D12, °H15, °K16, °G12, °D10. This is Joseki.

°30 B18. The corner is now safe. Black played this position deftly.

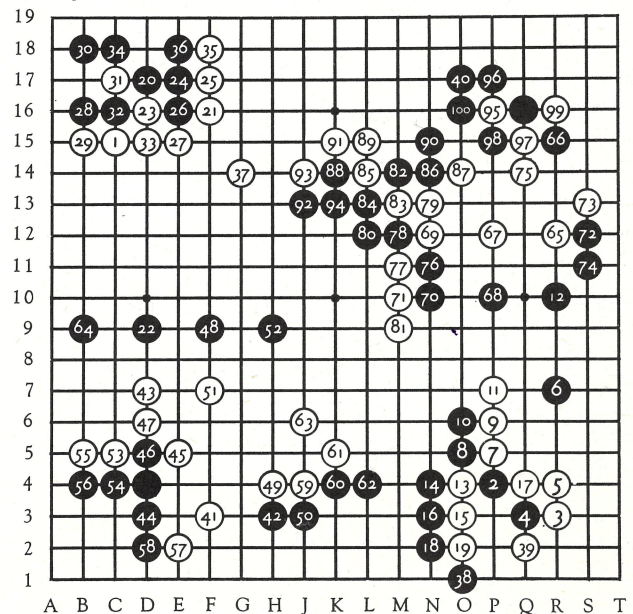
°44 D3. No, °F4 was called for.

°50 J3. Weak and gote. The correct play was J4, after which B has opportunity to occupy the vital point F7, destroying whites eyes and giving himself a broad position. The sequence would be: °J4, °H5, °J3, °F4, °F7!

°63 J6. Observe that W is now safe here - at least potentially, and that Black's lower territories are small, his center chain on line 9 weak. Compare with the position after the sequence of the previous note.

°64 B9. This is weak and for the present unnecessary. The stones on line 9 are not dead without it and B has better means to make safe. The best choice is R13, even though it gives B a formation of three stones on the third line.

°65 R12. See?



Two - Stone Game

*66 R15. B should instead strengthen his weak base position with *66 P10 whence °R16, °R15. After °69 N12 B has two weak groups (the chains on line 9 in the West and line 10 in the East). For B to have one weak group is all right - two, no. Had he played 66 P10 his chain in the East would have been one jump ahead of White's line 12 formation and his overall position good.

*72 S12. Too early to play here - it merely serves to strengthen and secure the whites on line 12 through the 72 - 75 sequence. °M9 instead? No, because °L10, °N11, °M12, °L9, °K9 and the blacks on line 9 in the West are further distressed. °72 N9 was the correct placement - it does not look as strong as M9 but actually is better.

*76 N11. An over-daring move which leads to complex play. Now the fight starts in earnest.

*79-°80. Note the strong white form which B's attack has engendered.

*86 N14. It would have been advisable for B to strengthen himself by a play at M15, looking toward his O17 stone.

*98 P15. Connecting at R16 is better. If then °N16, B can profitably sacrifice three stones through °N17, °M16, °K10! This would protect his center and give him a big corner. °98 P15 gives White a big corner.

*104 S15. Too early. °S14 instead was somewhat better, since it would give Black a good chance of making the stones around R10 safe. The best play,

White	Black	White	Black
101 R17	P14	131 F15	G9
103 P13	S15n	133 E10	F10
105 R14	R18	135 E11	B7
107 S18	Q17	137 J11	K10
109 S16	L17n	139 M8	N9
111 K17	K18	141 M7	E9
113 L18	M18n	143 P9	L6
115 Q9	Q10	145 N7	S9
117 S8n	N8	147 R8	O7
119 G10	H14n	149 N5n	O8
121 G13	J15+	151 M5	L5
123 L16	L19+	153 K9	J7
125 J17	H17	155 J10n	H13
127 H18	H16	157 G11	J16
129 J18	G15	159 K16	G16

however, was °104 L17.

*110 L17. Now unnecessary. - The blacks around P17 are safe for the moment. °H14, to protect the center would be better, or °J15 cut, whence °J16 (if °H14, °J16) °H14+, °H16, °H13.

*114 M18. This gave White sente for 115 Q9!

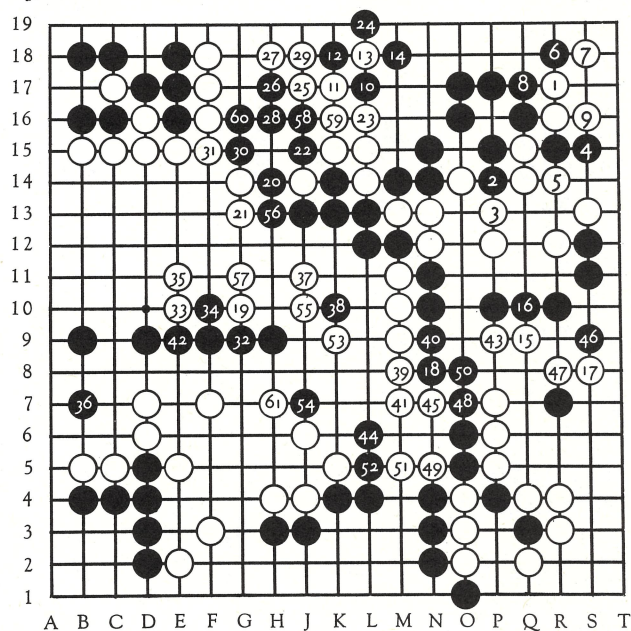
*117 S8. Destroys the eyes of the black group on this side. °R8? °S9.

*120 H14. Black is in a dangerous position.

*149 N5. Consider the strength of this play: it is sente, threatening °151 O8 and at the same time makes the white stones in the center safe as shown by the sequence of the game.

*155 J10. After this play B has no chance to win. The stones around P10, their eyes destroyed by °117 S8 and cut off by °149 N5, are dead; although °156 H6 would kill the whites around G5, W could then kill the blacks in the J14 area with 157 H13. Actually B saves his stones with 156 H13, and W similarly makes safe with 161 H7. In either event White has the larger total score.

Reviewing the play later Miss Masubuchi commented that °110 was the play that lost the game. If Black had protected his center instead, he would still have had a good chance to win. °115 then settled the issue.



101 - 161

MASUBUCHI - TAKASHIMA

White: Miss Tatsuko Masubuchi, Godan
Black: Mr Koshi Takashima, 5 stones
Played in New York, October 21st, 1953
Black won by one point.

[The comments on this game are by both players, and Sensei's are identifiable with "M" in brackets.]

This is my last game with Sensei, and a very important one to me because my score up to now is three lost, two won and one jigo. I would like to add that of these six games three were played in private, Sensei winning one and I losing two.

White	Black	White	Black
1 D7	F4	51 F18	P3n
3 F17	C13	53 F13	H12
5 O17	O16	55 C11	C17
7 N16	O15	57 H3	L3
9 P17	Q17	59 E3	E4n
11 R14	R15	61 D2	C2n
13 Q13	Q14	63 C3	D3
15 S14	P13n	65 B2	E2
17 P14	Q15	67 C1+	F3+n
19 Q12	L16	69 J5	C4n
21 N15	N14	71 B4	F7
23 M15	R7n	73 L5	J3
25 J16	J15n	75 H4	G2n
27 H15	M17	77 H2	K6
29 N17	K15	79 L4	M3
31 M14	N13	81 H7	K8
33 M13	H14	83 J9	K9
35 G15	K13n	85 L7	C9n
37 N12	O12	87 D9	D8
39 O11	O14	89 E8	C8
41 M11	L12	91 D10	C6
43 M12	R10n	93 E7	B5
45 P12	O13	95 R5	R4
47 Q9	R8n	97 S4	S3
49 K17	E17	99 O4	O3

*16 P13. A poor play - it serves to make White stronger. Sensei said that *L16 would have been much better.

*24 R7. I thought this was rather good, but Sensei preferred H17, whence *F15, *M17, *N17 and *H15.

*26 J15. A good play. If then *L15, *H16. [M]

*36 K13. No - I should have played at N12 instead. Then if *K13, *J13.

*44 R10. This is not important at the moment. B would have done well to play E17 or D9 instead. [M]

*48 R8. *R9 would have been better.

*52 P3. No, this is defensive only, whereas *K3 or *D9 would have been double-purpose moves. [M]

*60 E4. I was worried about the center which is not safe. I decided to sacrifice the corner and build up a strong wall on line 4, with a plan to invade at C9 later on. Even so, Sensei said I should have played D3 instead.

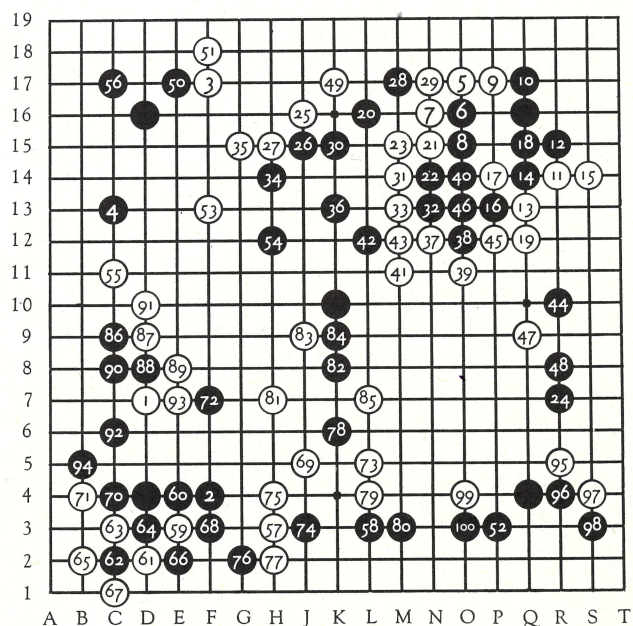
*62 C2. Better to play *F3, whence *F2, *D3, *E2, *C2. [M]

*68 F3+. We agreed that I should have played at G2 instead.

*70 C4. I might have played B4 to more profit.

*76 G2. I should have played elsewhere instead. As it turned out I provoked a white reply that weakened my L3 - J3 stones.

*86 C9. Sensei said this strengthened W toward the center - Black would have done better to make safe with *86 B5.



Five - Stone Game

White	Black	White	Black
101 Q5	Q10n	151 C19	F16
103 P10	P7	153 G16	F11n
105 O6	P9n	155 B18	B17
107 P8	O9	157 L1	K2
109 O8	S5	159 K1	J1
111 S6	O10n	161 J2	M1
113 P11	M9	163 H1+	L2
115 Q8	T4+	165 B11	F9
117 R6	Q7	167 G10	G11
119 O7	P5	169 F10	E10
121 P6	Q6	171 G8	E11
123 P4	T6	173 E9	F6
125 O5+	S7	175 F8+	J6
127 S11	J8n	177 D13	M19n
129 H8	H9	179 C12	A13
131 G9	H10	181 B15	C15
133 S16	S15	183 B14	B13
135 T15	S18n	185 B16	B19
137 S17	R18	187 A19+	A17
139 R9	S9	189 D19	D17
141 S10	B12	191 F19	F15
143 D14	C14	193 G14	D12
145 L17	P18	195 E12	B10
147 D18	E18	197 A11	G17
149 E19	C18	199 G18	H17

*102 Q10. At this time *P7 was better. *Q10 just built up White. [M]

*106 P9. No - Black should play S5, whence *S6, *R6, *T5+, *P5 and white's border stones are dead. [M]

*112 O10. I could have simplified the right border situation if I had played 112 R6, whence *T5+, and *P5.

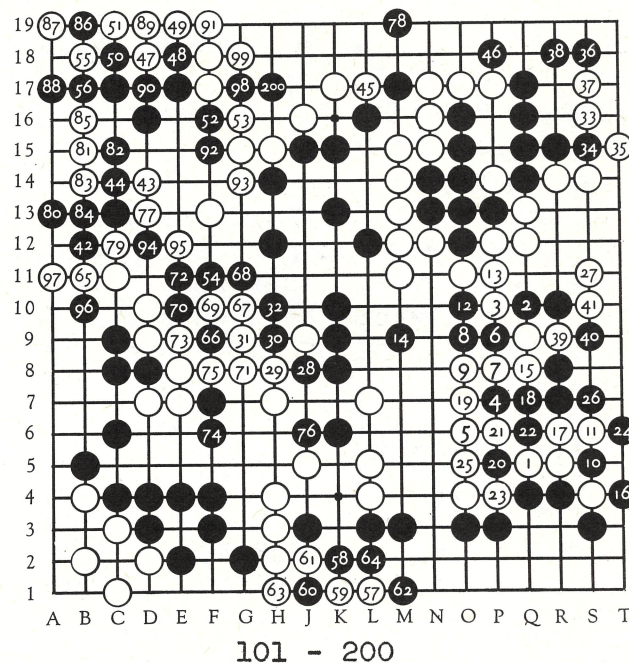
*128 J8. Sensei said it was bigger sente to save the two blacks on line 10 through S10, but I was too worried about my center position to bother about the two stones on the side.

*136 S18. A good play. If instead *S17, *S18, *T17, *R18, *R17, *Q18, *T17 and White has the corner. Another variation might be - if *135 R17, (instead of the actual *T15) *Q18, *T15, *S18, *R18, *S17, *R16, *R19, *T16, *T17. Black is then safe with sente. [M]

*154 F11. No, B should have played watari at B10 instead. This was big and would have eliminated all danger.

*178 M19. B should have cut at H5, killing either the whites around H3 or those around E9. After *178 H5, *179 J4, *180 D12. If *C12 instead of J4,

then *A13, *D12 and *K12! White cannot save both groups. [M] And to think that I never saw it! [T]



White	Black	White	Black
201 H18	D15	231 M8	M5
203 E15	A15n	233 A9	B8
205 H6	F12	235 A10	A4
207 D11+	G13	237 B3	E1
209 F14	P5+4	239 D1	G5
211 J14	H13	241 H5	E6
213 O18	O19	243 J1	M4
215 T18	S19	245 S8+	L19n
217 M18	M7	247 N19	N18+
219 N8	M10	249 P16	P15+
221 J11	H11	251 N19+	R13
223 L11	K11	253 S13	N18+
225 L13	K14	255 Q19	P19
227 K12+	J12	257 N19+	T14
229 T9	L6	259 T13+	N18+

*204 A15. Not necessary - the position is seki already. *A15 becomes necessary only after *A16 or *A14. If B played H5 instead, he would have won decisively. As things stand the game is very close. [M]

*246 L19. This provokes a dangerous Ko. If B had played N19 instead, he would have avoided the Ko and won by a few more points. [M]

Black played a fine game throughout. Too bad he missed the H5 cut! [M]

(Concluded on page 63)

MASUBUCHI - TAYLOR

White: Miss Tatsuko Masubuchi, Godan
Black: Mr Scott Taylor, 6 stones
Played in San Francisco, August 1953.
Black won by 7 points.

Young Mr Taylor is a talented Go student. He seems to possess that rare and valuable gift, intuition.

We played twice at seven stones, he winning both, and of the three games at six stones, he won two and I one.

White	Black	White	Black
1 C6	F4	51 L7	H6+
3 F17	L17n	53 J8	G6
5 D14	C5	55 F5	F6
7 D6	F10	57 E5	E6n
9 F15	C14n	59 D5	F9
11 C13	C15	61 B4	G3
13 D12	E17n	63 H3	H2
15 F18	E18	65 J2	G2
17 G7	O16	67 K3	B3
19 C17	F16	69 B2	C2+
21 G16	E16	71 A3	E2
23 H17	B18	73 E7	F7
25 H14	H10	75 F8	H8
27 H4	L3	77 G8	H9
29 C3	D3	79 E8	H7
31 B5	C4	81 C8	R16n
33 O4	Q6	83 Q8	R9n
35 G9	G10	85 R8	O10
37 E9	E10	87 O8	P3
39 M4	L4	89 O2	P2
41 M5	L5	91 R5	R4
43 L6	K6n	93 S5	Q5
45 K7	J5	95 S7	S4
47 J6	K5	97 K10	C9
49 G5	J7	99 E4	H5n

*4 L17. It is better to play at D14.
*10 C14. Black should instead attack the two whites at C6 and D6 with 10 F6.

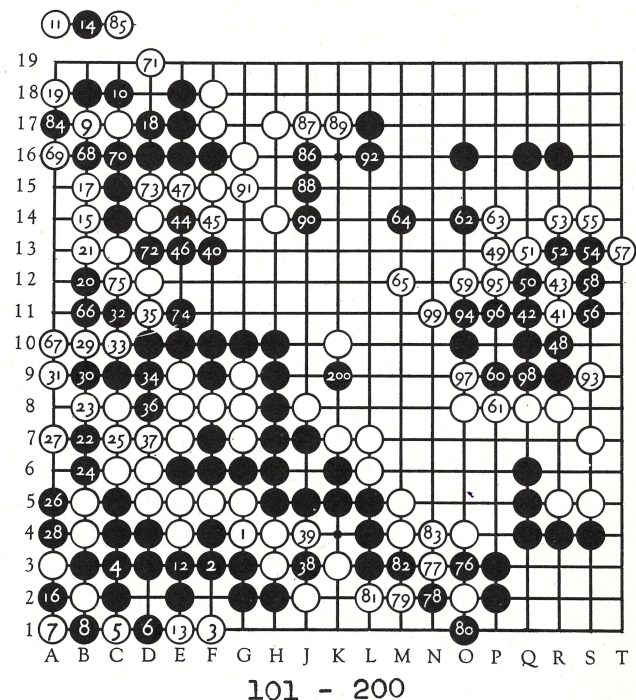
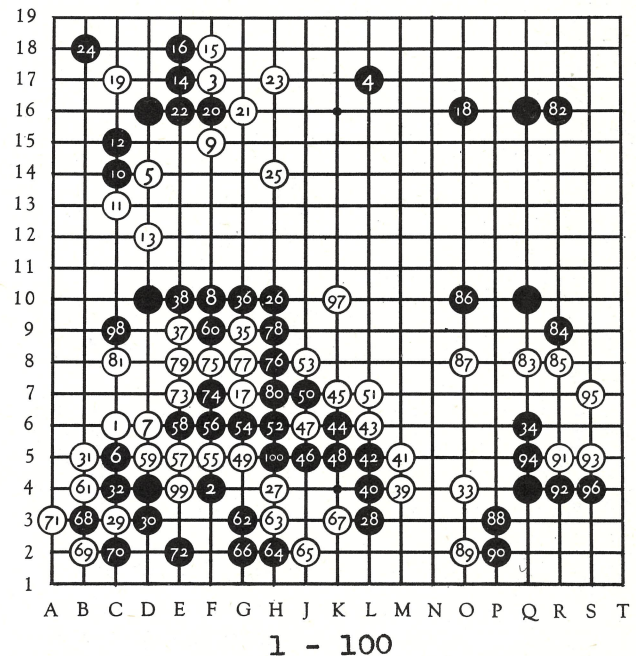
*14 E17. No - *D18 was called for.
*44 K6. *J5 would have been better.
*58 E6. Black should have played F9 instead.

*82 R16. As a general rule it is always good to take the corners, but

in this instance B could have launched a strong attack with a play at K10.

*84 R9. Bad - this only serves to strengthen W. Here *Q3 was important.

*100 H5. No - D1 was the play to make Black safe on the lower border.



*102 F3. Again *D1 would have been better.

Six - Stone Game

*118 D17. Too bad - B could have saved the corner through 118 A18, °D17, °D18, °D19 and °B16.

*140 F13. A good play. It threatens to rescue the corner through °G15, °G14, °F14, °E15 and °E14.

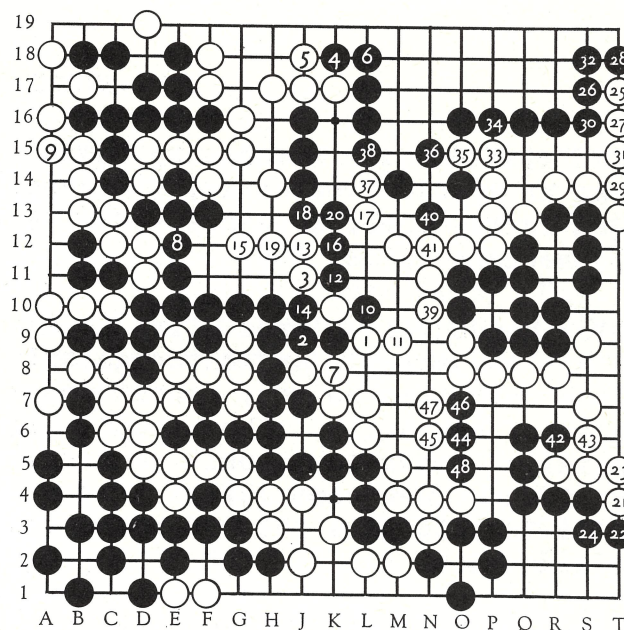
*144 E14. In view of the previous comment, Black would have been better off not to play here.

*148 - 156. Very nice.

*162 - 164. Good plays.

White	Black	White	Black
101 G4	F3n	151 Q13	R13
103 F1	C3	153 R14	S13
105 C1	D1	155 S14	S11
107 A1	B1+	157 T13	S12+2
109 B17	C18	159 O12	P9
111 C1+	E3	161 P8	O14n
113 E1	B1+	163 P14	M14
115 B14	A2+2	165 M12	B11
117 B15	D17n	167 A10	B16
119 A18	B12	169 A16	C16
121 B13	B7	171 D19	D13
123 B8	B6	173 D15	E11
125 C7	A5	175 C12	O3
127 A7	A4+3	177 N3	N2
129 B10	B9	179 M2	O1+
131 A9	C11	181 L2	M3
133 C10	D9	183 N4	A17+2
135 D11	D8	185 B17+	J16
137 D7	J3	187 J17	J15
139 J4+	F13n	189 K17	J14
141 R11	Q11	191 G15	L16
143 R12	E14n	193 S9	O11
145 F14	E13	195 P12	P11
147 E15	R10n	197 O9	Q9
149 P13	Q12	199 N11	K9

White	Black	White	Black
201 L9	J9	225 T17	S17
203 J11	K18	227 T16	T18
205 J18	L18	229 T14	S16
207 K8	E12	231 T15	S18
209 A15	L10	233 P15	P16
211 M9	K11	235 O15	N15
213 J12	J10+	237 L14	L15
215 G12	K12	239 N10	N13
217 L13	J13	241 N12	R6
219 H12	K13	243 S6	O6
221 T4	T3	245 N6	O7
223 T5	S3	247 N7	O5



201 - 248

We asked Sensei how best we could improve our Go. The answer: play over master games again and again. You may not understand the reasons for the moves - no matter - your eye will get accustomed to "correct form". This is better than any other type of study.



Katsumi Nishiyama playing against the master at the Hotel Churchill, in New York. Miss Ruth Sorensen, official recorder, keeps the score as Koshi Takashima looks on.

MASUBUCHI - PROUJANSKY

White: Miss Tatsuko Masubuchi, Godan
Black: Mr Arnold Proujansky, 7 stones.
Played in New York, September 30, 1953
White resigned after *166

Miss Masubuchi played five games with Mr Proujansky, and although this was the only game he won, Sensei spoke highly of his skill. She found him especially strong in Joseki, and said in fact he knew some Joseki that she didn't! In this game his Fuseki was also commended.

White	Black	White	Black
1 O17	O16	51 L16	T14
3 N16	O15	53 Q17	P16
5 R17	P17	55 Q19	P18
7 R16	R14	57 T16	T18
9 S14	S13	59 S18	T13
11 S15	R13	61 T17	S16
13 F17	C13	63 T19+	T15+2
15 C6	G3	65 R19	L14
17 N4	Q6	67 Q8	N6
19 C4	C3	69 O8	P3
21 D3	E4	71 O10	N3n
23 B3	C2	73 M3	M4
25 B5	B2	75 L3	N2n
27 A2	E3	77 E10n	L4n
29 C17	D17	79 D11	C11
31 C16	D15	81 C10	D9
33 B15	B14	83 C9	E11
35 C15	D14	85 D12	E12
37 F15	C18	87 C12	B12
39 B18	D18	89 B11+	D13
41 B19	O18n	91 C11ts	D8
43 N17	Q18	93 E13	C8
45 R18	R15	95 F13	G12
47 Q15n	N18n	97 B8	B7
49 L17	N15	99 B9	C7

*42 O18. This is weak. B should invade at J16 instead, whence °J14, °K15.

*47 Q15. Safeguards the white corner by making a white play at Q19 more effective. If °48 T14 then °Q19, °P18, °T16, °R19, °S18, °T13, °T17 and White has two eyes.

*48 N18. Not good - it only serves to build up W in this area. Again °J16

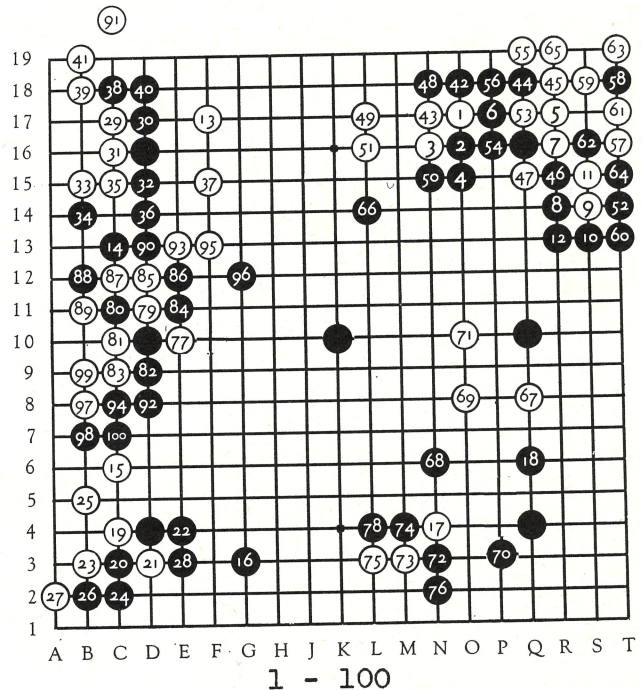
would have been stronger.

*72 N3. No, °L4 was better. If then °73 M5, °K6, °M6, °N7 and W would be burdened with two weak groups in this area.

*76 N2. A good play.

*77 E10. This is played so that W can ladder the °M4 stone.

*78 L4. B is alert to the shicho play and thus foils White's plans.



White	Black	White	Black
101 A7	A6	135 H11	H12
103 A8	B6	137 M7	N7
105 A10	M8n	139 H2	G2
107 K4	K5	141 G1	D6n
109 J5	J4	143 H4	F5
111 K3	L6	145 F3	G16n
113 K6	L5	147 F16	J16
115 H4	H3	149 J18	G18
117 J3+	H6	151 G17	H17
119 J6	H7	153 H18	F18
121 J8	M10	155 G19	E18
123 H8	F10	157 H15	K15
125 G7	G6	159 M15	M14
127 F6	G5	161 M18	H16
129 J10	J7	163 H14	C19
131 K7	K9	165 J13	L12
133 K8	J11	167 Resign	

Takahashi Game

*106 M8. *K4 instead would avoid all complications and enclose a large center more easily.

*142 D6. This is a mistake - *F5 would have killed the whites around J6.

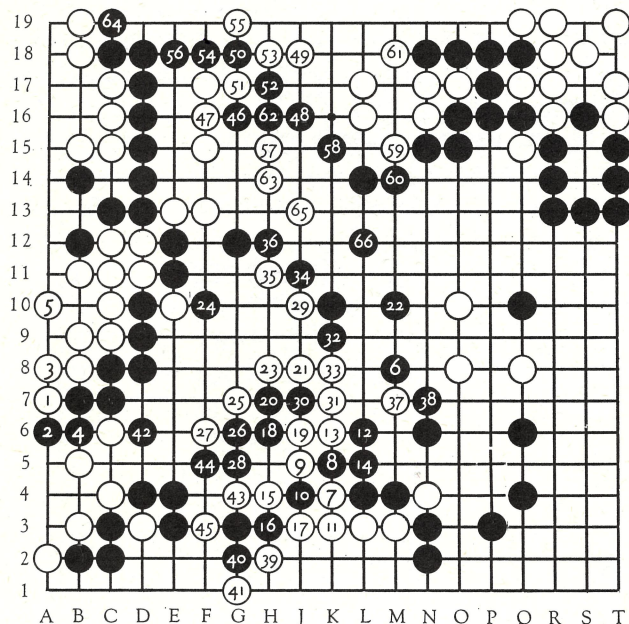
*146 - 150. Very strong plays.

Then if °P14, °O14, °O13, °N14. This is Joseki.

*62 P13. A strong play.

*72 L16. Weak - °L14 was correct. If °M17, then °M18, °L17, °L18, °K17, °P18, °Q18, °O18. Now White must protect the endangered corner with S19, and B has sente to attack the white chains with J16. If then °K18, °N19.

*74 M12. °N12 would be safer; °M12 invited later complications, which duly arrived.



101 - 166

MASUBUCHI - TAKAHASHI

Mr Takahashi, who has the degree of Nidan in Judo, is just making a comeback at Go. Until six months ago he hadn't played in fifteen years, but his present progress is remarkable and promising.

White: Miss Tatsuko Masubuchi, Godan
Black: Mr Rokuro Takahashi, 8 stones
Played in New York, October 3rd, 1953.
White won

*8 E5. Weak - better °F4, then °G4, °F5, °E3, °D5, °C2 and °E7.

*14 H4. This strengthens White. Instead, play °C2, °B2, °D2, °D5, °F4.

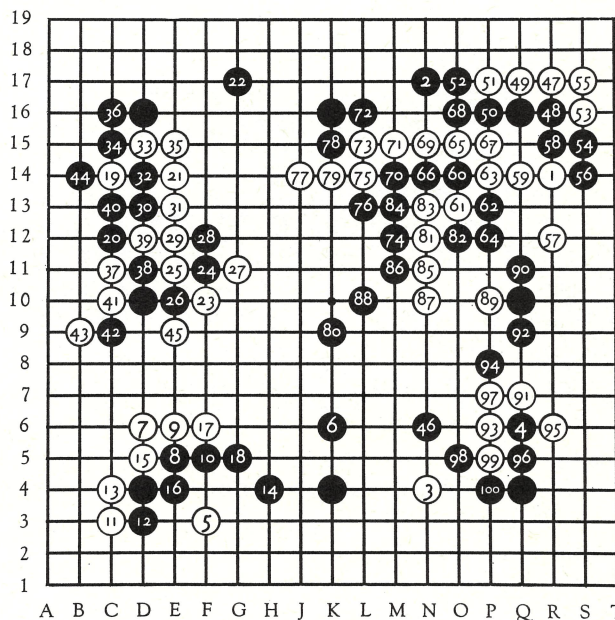
*24 F11. Too early. °C8 was correct.

*44 B14+. Since 24 F11 Black has built W up at the expense of his own position.

*46 N6. Good play.

*56 S14. Better to protect at R15.

White	Black	White	Black
1 R14	N17	39 D12	C13
3 N4	Q6	41 C10	C9
5 F3	K6	43 B9	B14+n
7 D6	E5n	45 E9	N6n
9 E6	F5	47 R17	R16
11 C3	D3	49 Q17	P16
13 C4	H4n	51 P17	O17
15 D5	E4	53 S16	S15
17 F6	G5	55 S17	S14n
19 C14	C12	57 R12	R15
21 E14	G17	59 Q14	O14
23 F10	F11n	61 O13	P13n
25 E11	E10	63 P14	P12
27 G11	F12	65 O15	N14
29 E12	D13	67 P15	O16
31 E13	D14	69 N15	M14
33 D15	C15	71 M15	L16n
35 E15	C16	73 L15	M12n
37 C11	D11	75 L14	L13



A B C D E F G H J K L M N O P Q R S T

1 - 100

Masubuchi - Takahashi

White	Black	White	Black
77 J14	K15n	89 P10	Q11
79 K14	K9n	91 Q7	Q9
81 N12	O12	93 P6	P8
83 N13	M13	95 R6	Q5
85 N11	M11	97 P7	O5n
87 N10	L10	99 P5	P4

*78 K15. The board looks better for B if we omit this stone and the inevitable *K14 reply, which weakens the upper border. *78 H16 would have secured territory, and Black could later have threatened with K13 to strengthen his center.

*80 K9. Better to take the corner with 80 Q3. W would reply 81 N12. B would have two choices - he could try to save the stones around N14, as in sequence A, which would cost him heavily since W would take the side, or he could choose sequence B, sacrificing these and adjacent stones in order to build up enormous secure territories while White gets 16 points.

A:	Black	White
	82 M13	83 N11
	84 L10	85 P11
	86 Q11	87 Q12
	88 O11	89 P10
	90 O10	91 P9
	<u>92 O12</u>	<u>93 R8</u>

B:	82 N11	83 M13
	84 O12	85 N13+3
	86 R10	87 M11
	88 M10	88 L11
	90 L10	91 O11
	92 N10	93 P11
	94 G16!	

*98 - 122. Strong, good play.

*124 P1. No - B should take with N2, threatening to crumple the white position by continuing with *M1+. The rule for a position like this is "Always take". Miss Masubuchi called this "the one-stone Joseki".

*133 T7. - Two eyes, with sente!

*134 S4. The "one-stone Joseki" again - *T6+ was the correct play.

*142 L4. Better *L6.

*158 K7. B should have made safe on the lower border with 158 J2.

*168 G14. A fatal error. B could

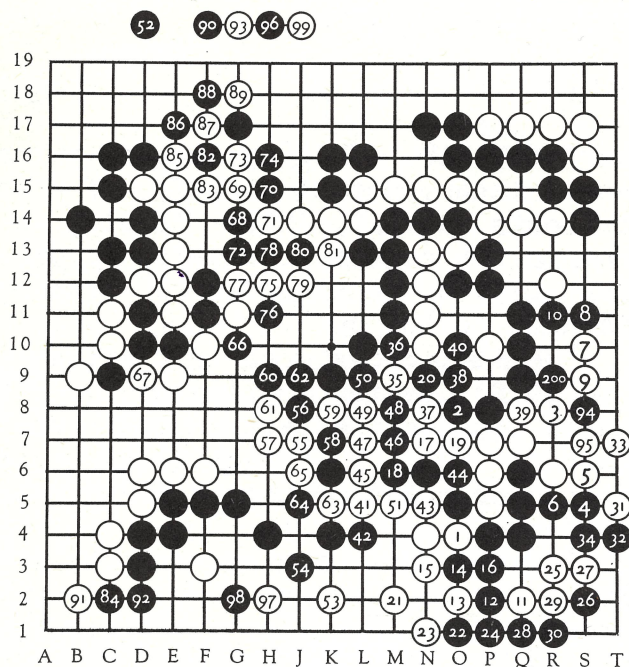
have won the game through 168 G16, *169 G14, *170 J2. *G16 would be sente if White tenuki, then *G14, *G13, *H13 *H14, *G15, *J12, *F13, and the whites around M15 die.

*184 C2. The best play available was 184 J2. *C2 is not as efficacious. B would like to guard the upper border at E16, of course, but cannot in view of the threatened *H2, which would kill this large black group.

White	Black	White	Black
101 O4	O8	151 M5	M9ts
103 R8	S5	153 K2	J3
105 S6	R5	155 J7	J8
107 S10	S11	157 H7	K7n
109 S9	R11	159 K8	H9
111 Q2	P2	161 H8	J9
113 O2	O3	163 K5	J5
115 N3	P3	165 K6+2	G10
117 N7	M6	167 D9+3	G14n
119 O7	N9	169 G15	H15
121 M2	O1	161 H14	G13
123 N1	P1n	163 G16	H16
125 R3	S2	175 H12	H11
127 S3	Q1	177 G12	H13
129 R2	R1	179 J12	J13
131 T5	T4	181 K13	F16
133 T7n	S4n	183 F15	C2n
135 M9	M10	185 E16	E17
137 N8	O9	187 F17+	F18
139 Q8	O10	189 G18	F16+
141 L5	L4n	191 B2	D2
143 N5	O6	193 F17+	S8
145 L6	M7	195 S7	F16+
147 L7	M8	197 H2	G2
149 L8	L9+	199 F17+	R9

*252 R18. No! *S19 instead, leading to *253 T16, *254 Q18, *255 R18+, *256 R19, *257 S18, and Ko with *258 Q18+. If instead *257 Q18 tsugi, then *T18, *S18, *T15, *T19+2, *S19+, and we have the situation known as "Bent-four in corner", [see p 9, Vol 4 No 1.] If the outside black stones (S14 to H15) had two eyes, the whites would be dead. Since the outside blacks are vulnerable, the whites can live by Ko; the continuation if B attempts to capture would be *T19, *tenuki, *T17, *R19+4, *T18, *T19, *S19+ and Ko.

Eight - Stone Game



101 - 200

°259 Q18. Now Black's surrounding stones are dead - if °N16 then °L18; or

White	Black	White	Black
201 T8+	F16+	231 A2	G8
203 F2	J2	233 G7	F8
205 F17+	J11	235 D19	D18
207 F13+2	F16+	237 F19+	C18
209 J1	H3	239 M18	P19
211 F17+	O18	241 Q19	O19
213 P18	F16+	243 M17	M16
215 G1	H1+	245 K19	L19
217 F17+	K1+	247 S13	M19
219 H17+	K18	249 N18	J19+
221 E18	D17	251 J15	R18n
223 T2	S1	253 S18	S19
225 J18	K17	255 T16	T15
227 T3	L2	257 T13	T18
229 N2	B1	259 Q18n	-

if instead °L18 then °N16. If White tenuki, so that B can play both N16 and L18, then Black lives by seki.

Black played a strong game - too bad he slipped at 168. The sente attack is one of great importance and so often is the deciding factor in a game.



Takao Matsuda, now rated as Sandan but probably due for promotion, during one of his tense games against Sensei.



Three of the old American maestri meet their match. Fritz Kastilan and Karl Davis Robinson watch as Edward Lasker ponders. In the background, Harry Sato. The Japanese say "Honorary Shodan does not play in public" - so this picture is hush-hush.

MASUBUCHI - ELIZABETH MORRIS

After two decided Black victories at 9 stones, Sensei encouraged Black to try it at 8. Of three games at this handicap White won one, and Black two. It should be noted, however, that the 8 stone games were played in private, which removes a good deal of strain from the weaker player.

Sensei commented that in general Black took good advantage of the handicap stones, with well balanced double-purpose moves, and that in this game particularly Black neatly avoided danger and complications.

White: Miss Tatsuko Masubuchi, Godan
Black: Mrs. Elizabeth Morris, 9 stones
Played in New York, September 19, 1953
Black won by 27 points

White	Black	White	Black
1 R12	R7	51 E8	E7
3 O17	O16	53 D6	D8
5 N16	O15	55 C8	D9
7 Q17	P17	57 F8	G7n
9 P18	P16	59 C5	C4
11 N18	R17	61 B4	B3
13 Q18	R14n	63 B5	C2
15 P12	N15n	65 B10	G8
17 M16	M15	67 G9	K6n
19 D7	F4	69 J5	K5
21 C14	G17	71 J7	H9n
23 C17	C16	73 F11	J6
25 D17	E16	75 F2	E2
27 E17	F17	77 H6	H8
29 B16	B15	79 J4	H3n
31 B17	C15	81 J3	G3
33 E14	F14	83 H2	G2
35 F13	G14	85 H4	F1+2
37 F10	R10n	87 L3	K3n
39 O11	N3n	89 K2	H1
41 G4	F6n	91 J2	M2
43 F3	E3	93 K7	M5
45 F5	E4n	95 H7	M9
47 G5	E5	97 M7	M6
49 E6	F7n	99 N7	L8

*14 R14. Better *Q12, whence *Q13, *P12, *R11, *R10, *P13 and *O13.

*16 N15. Better to protect the cor-

ner with R18. This is big and threatens a later nozoki at M17. If W then protects at N17, *M18, forcing W to run to the center for safety. Once B has played 14 R14, *16 R18 becomes a natural follow up.

*38 R10. Shows good initiative.

*40 N3. Better to play at O9. This is an important attack on the 3 whites. Then if *M11, *M9. Later B can protect his lower right corner with Q3 - this is sente.

*42 F6. No. The correct reply was F5. A touching attack should always be answered contiguously, without a skip.

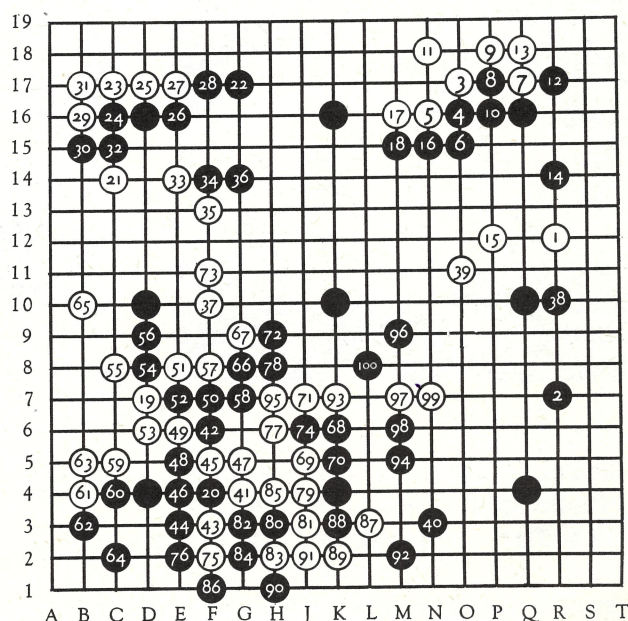
*46 E4. It is stronger to play *E5. Then if *E4+, *E6! The Ko is big and W has no worthwhile Ko threats.

*50-54. Strong play, very good.

*58 G7. *H6 was indicated here - this is the "learning to run" Joseki. H6 is light and tripping, whereas G7 is heavy and awkward.

*68 K6. A little weak - better to continue the attack at H9, which is sente. If W tenuki, then *70 F9, *E9+, *E10, *F9 tsugi, *F11 and shicho.

*72 H9. Nice - W cannot cut at H8. That is *H8, *F9 and again the ladder.



Nine - Stone Game

*80 H3. No, *J3! instead, whence °H3, °J2, °H2, °H5, °H4+, °G6, °H7, °K8 and White is dead.

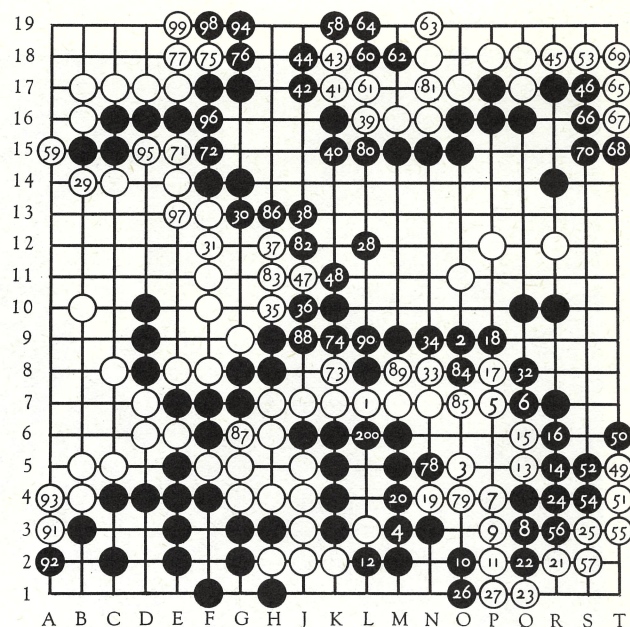
*88 K3. Better *M4 instead.

*104 M3. Good, but N4 would have been safer because it protects the corner as well as the stones around M5. We see that something is necessary around M5; for example: if *104 P4 instead, then °M4, °N4, °L6, °L5, °N5, °M3, °N6 and the blacks are dead.

*108 Q3. P3 instead was stronger.

*128 L12. Good, this avoids complications in the center.

*132 Q8. Bigger to play A14 instead, whence °A13, °A15, °B12, °E18, °D18, °F18, °B19 and Black has sente for L16.



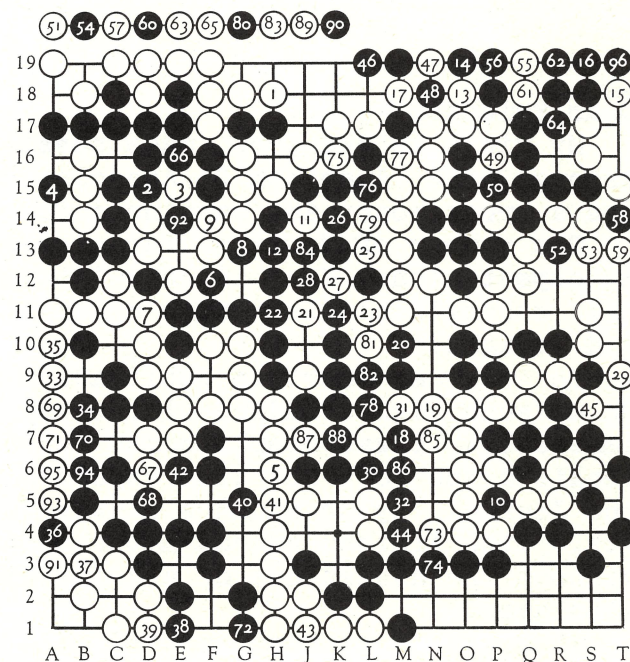
101 - 200

White	Black	White	Black
101 L7	09	129 B14	G13
103 05	M3n	131 F12	Q8n
105 P7	Q7	133 N8	N9
107 P4	Q3n	135 H10	J10
109 P3	02	137 H12	J13
111 P2	L2	139 L16	K15
113 Q5	R5	141 K17	J17
115 Q6	R6	143 K18	J18
117 P8	P9	145 R18	S17
119 N4	M4	147 J11	K11
121 R2	Q2	149 T5	T6
123 Q1	R4	151 T4	S5
125 S3	01	153 S18	S4
127 P1	L12n	155 T3	R3

White	Black	White	Black
157 S2	K19	179 04	L15
159 A15	L18	181 N17	J12
161 L17	M18	183 H11	08
163 N19	L19	185 07	H13
165 T17	S16	187 G6	J9
167 T16	T15	189 M8	L9
169 T18	S15	191 A3	A2
171 E15	F15	193 A4	G19
173 K8	K9	195 D15	F16
175 F18	G18	197 E13	F19
177 E18	N5	199 E19	L6

Five - Stone Game (Continued from page 55)

White	Black	White	Black
261 Q18	R19+2	281 L10	L9
263 N19+	R17	283 L12	J13+
265 N18	E16	285 N7	M6
267 D6	D5	287 J7	K7+
269 A8	B7	289 Q5+	R5
271 A7	G1	291 A3	E14+
273 N4	N3	293 A5+	B6
275 K16	L15	295 A6	T19
277 M16+	L8	297 T16	-
279 L14	L12+		



The Nihon Kiin monthly "Kido" (\$5 per year) gives a wealth of master games - clear diagrams with Arabic numerals - text all Japanese, except for two pages of Joseki in English.



Miss Masubuchi's Farewell Dinner in New York was held at the Hotel Woodstock. Some of those present are shown in the picture above. Left to right: Walter Mc Kibben (partial view) Mrs. Edith Chernowitz, Edward Lasker, Masaru Onoda, Miss Masubuchi, Koshi Takashima, Mrs. Elizabeth Morris, Yaichi Hayakawa.

To develop ability to see situations and find the right play intuitively, Sensei recommended occasional games so rapid that the stones sound like a game of table tennis. This sort of practice is required of Nippon Kiin pupils.

There are still a few interesting games which Miss Masubuchi commented, for which we didn't have room this time. Next issue - Fox, Nishiyama, et al. And we haven't forgotten that we promised to print Bob Gillooly's game with Hasagawa.

A Letter from Miss Masubuchi

Dear Friends,

My visit to New York, made possible through the American Go Association, was a great honor and happiness for me.

The number of Go fans far exceeded my expectations. Your intense interest and strength of play were a surprise and delight.

To see an American publication on Go of such high standard impressed me immensely. I was deeply moved when I realized the work and time expended on the Journal by Mr and Mrs Lester Morris, with limited source material and without the assistance of a professional player.

Although a limited visit made it impossible for me to play more games

with you, I feel thankful that even after my return to Japan, I will be able to talk with you through this Journal.

One of the highlights of this visit was the pleasure of conferring the Shodan degree of Honor to Mr Karl Davis Robinson and Dr Edward Lasker.

I fervently hope for further friendly relationship between the East and the West through Go, and for the continued growth and development of the American Go Association.

Thank you all again for the great kindness you have showered upon me during my stay.

Sincerely yours,
Tatsuko Masubuchi.